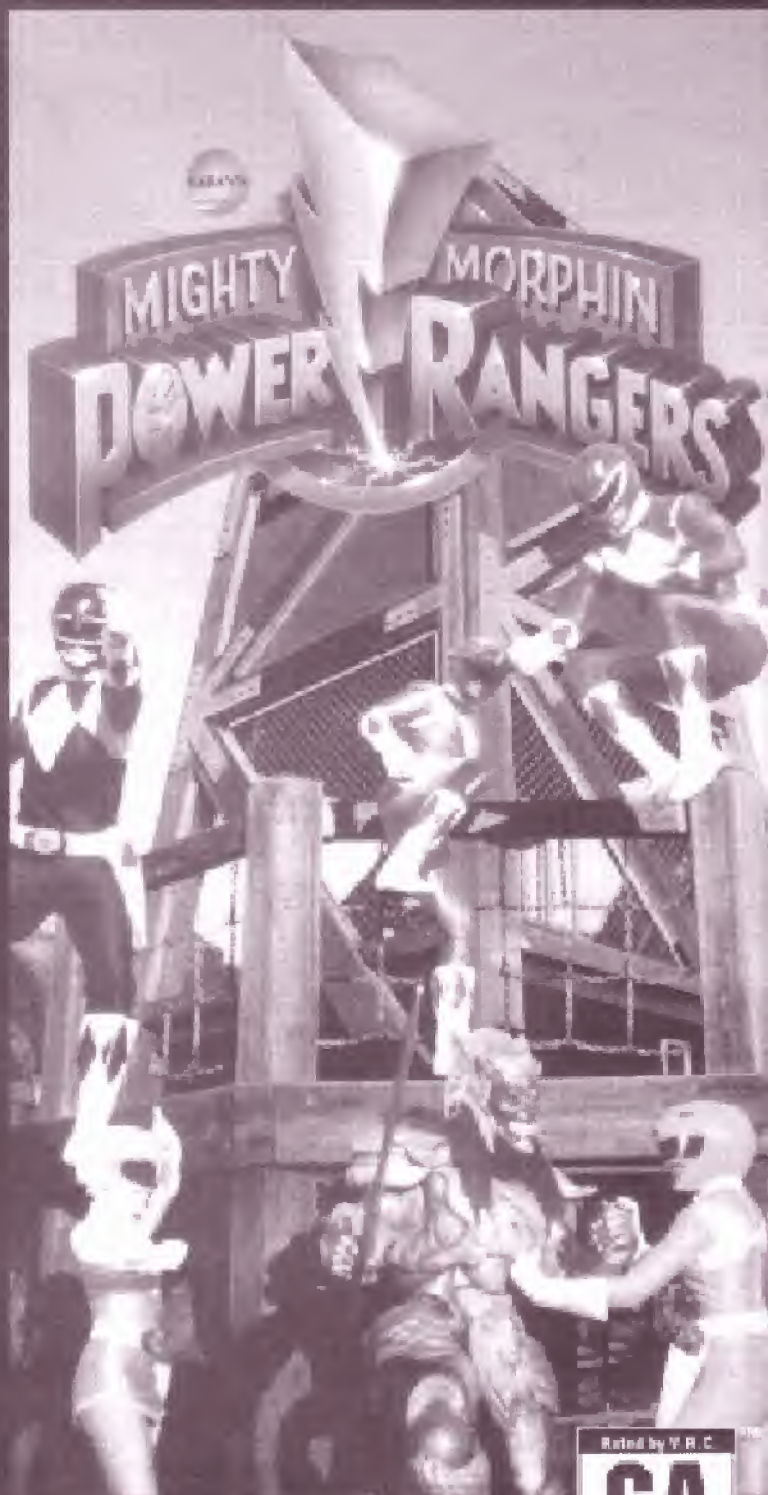


SEGA™

# GENESIS™

INSTRUCTION MANUAL



Rated by V.R.C.

**GA**

Not appropriate for all audiences.  
General Audiences

**EPILEPSY WARNING**  
**READ BEFORE USING YOUR SEGA**  
**VIDEO GAME SYSTEM**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may reduce or undetectable epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

### Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System™.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

**Warning to owners of projection televisions:** Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



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**SEGA GAME PLAY HOTLINE**

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**AtariGuide**

## Battle with Rita Repulsa™!



From her castle on the moon, the evil intergalactic sorceress, Rita Repulsa, plots to control the universe. Her first target is planet Earth. Using her league of horrors, she is out to destroy everything in sight.

Standing in her way is a brave team of warriors. Chosen by Zordon™, a helpful alien being, teenagers Jason, Zack, Kimberly, Trini and Billy use Power Suits and weapons that give them special powers and make them the Mighty Morphin Power Rangers™. When Rita's monsters become a really BIG problem, the Power Rangers' special vehicles—the Dinozords™—combine to create the powerful Megazord™. Then the battle gets really intense!



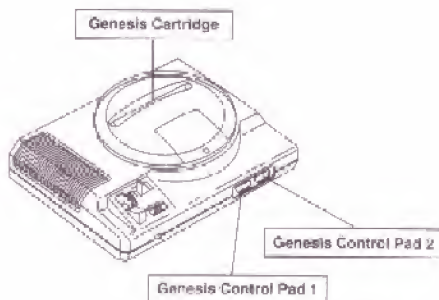
But Rita has a few nasty tricks up her sleeve. Among them is the Green Ranger™, a teenager she has brainwashed into fighting for the wrong side. Can the other Power Rangers™ defeat the Green Ranger and his mighty mecha, the Dragonzord™, and show him the error of his ways? They could sure use his help for what lies ahead!

As one of the Mighty Morphin Power Rangers™, take part in the high-powered action from the hit television series. Or use the 2P Battle Mode to control the Power Ranger, Zord or monster of your choice and challenge a friend to a duel. The power is yours!

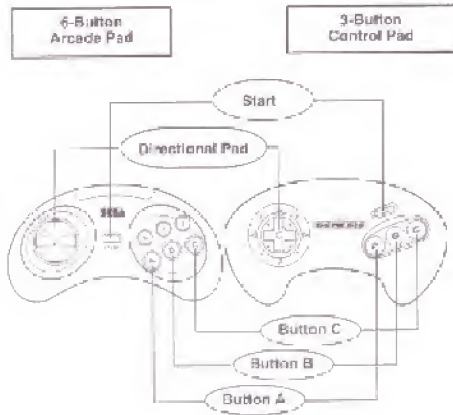
## Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF. Then insert the *Mighty Morphin Power Rangers™* cartridge into the console.
3. Turn the power switch ON. You'll see the Sega screen. In a few moments, the Title screen appears.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is firmly inserted in the console. Then turn the power switch ON again.
5. Press Start when the Title screen appears.

**Important:** Always make sure the power switch is OFF before inserting or removing the cartridge.



## Take Control!



### D-Pad (Directional Pad):

- Press to select items on menu screens.
- Press to move your character around the screen.
- Press up to make your character jump. Guide jumps by pressing diagonal y up in the direction you want your character to go.
- Press down to make your character crouch.
- Press with Button A or B for various fighting moves. (See pages 12–16 for details.)

### Start

- Press to start the game.
- Press to skip past level introductions.
- Press to pause the game. Press again to resume play.

### Button A\*

- Press to choose items on menu screens.
- Press for a normal attack.

### Button B\*

- Press for a fierce attack.

### Button C\*

- Press to choose items on menu screens.

\* Buttons A, B and C can also be used to proceed through story screens. To change the battle functions of these buttons, see "Option Mode" on page 6.

**Note to users of the 6-Button Control Pad:** Buttons X, Y and Z have no functions in this game.

## Getting Started



Following the *Mighty Morphin Power Rangers™* title screen is a short battle demonstration. Press Start at any time to bring up the game menu.

**1 Player Scenario Mode:** Play the part of the *Mighty Morphin Power Rangers* and challenge a bizarre host of nasties to a series of battles for justice! (See page 8.)

**2 Player Battle Mode:** Pick any character and take on a friend in a series of matches. (See page 9.)

**Option Mode:** Change the game conditions. (See page 6.)

Press the D-Pad up or down to highlight the desired feature and press Start.

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## Option Mode

Use this mode to change certain aspects of your game. I highlight an option by pressing the D-Pad up or down, and toggle through your choices by pressing the D-Pad left or right. Press Start to return to the game menu.



**Game Level:** This allows you to set the level of difficulty for 1P Scenario Mode. The higher the level, the faster and meaner your opponents become. Choose between Level 1 and 6.

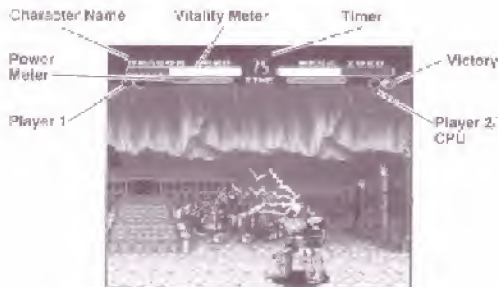
**Time Set:** Choose between a 30-, 45-, 60- or 99-second battle, or choose  $\infty$  to fight for an unlimited time period.

**Key Configuration:** Use this feature to configure your Control Pad. When KEY CONFIG is highlighted, press the D-Pad left or right to highlight NORMAL, and press the button you would like to use for your normal attack. Press the D-Pad down to select HERCE, and press the button you want to use for your fierce attack. Press the D-Pad left or right to exit the option.

**Note:** Player 2 uses his or her Control Pad to change key configurations.

**Music Test and S.E. Test:** Listen to the music and sound effects used in the game. Press the D-Pad left or right to select the number of the track you want to hear, and press Button A or C to play the track. Press Button B to stop the music.

## The Game Screen



**Vitality Meter:** This empties as the character suffers damage. When the meter runs out, that character loses the fight.

**Power Meter:** This meter shows the power available for a character's attacks. As the character suffers damage and Vitality is drained, this meter slowly fills up. When the meter is full, it begins to flash, and that's the time if a character's special attacks are the most powerful! After a few moments the power disappears.

**Timer:** When the timer reaches zero, the fight ends. If the timer runs out before either combatant falls, the combatant with the most vitality remaining wins the fight. If the timer runs out and both combatants have the same amount of vitality left, the fight is declared a draw. A time limit can be set in the Option mode.

**Victory (1-Player Battle Mode only):** The first combatant to win two fights wins the match. If two fighters are evenly matched by the end of four fights, the match is declared a draw.

## 1 Player Scenario Mode

It's just you versus Rita! Repu- sals ev- I hide. Selecting this mode and pressing Start brings up an introduction. If you want to skip past these scenes and go straight to the action, press Start or Button A, B or C until the Player Select screen appears. Press the D-Pad left or right to highlight the Power Ranger™ you want to use, and press Start or Button A or C to begin the fight.



There are seven stages with two rounds each. When you win the first round as a Power Ranger, you proceed to the Megazord™ or Dragonzord™ for a full-sized battle! With each victory, you will be challenged by more difficult

opponents until you lose a round or defeat all the creatures in Rita's arsenal.

If you lose a round, the game ends and a Continue screen appears. Press Start before the timer runs out to continue your battle. You have an unlimited number of Continues. If you lose a round as the Megazord or Dragonzord, you will continue at the beginning of the stage, fighting as a Power Ranger.

**Note:** To use the Dragonzord in 1 Player Scenario Mode, you must select the Green Ranger at the beginning of the stage. And to do that, you must first defeat the Green Ranger™ in battle!

## 2 Player Battle Mode

Select this mode and press Start to see the Player Select screen. Player 1 and Player 2 use the D-Pad to highlight the desired character, and choose that character by pressing Button A or C or Start. Next, either player chooses the background by highlighting the desired stage and pressing Button A or C or Start.



**Note:** Both players cannot select the same character. The Power Rangers™ cannot fight against Megazord™, Dragonzord™ or Cyclonis™. When two Power Rangers challenge each other to a fight, they can only fight on the Ranger's Stage.

Before the match begins, press and hold Start to bring up the following option screen:



the low damage your character's attacks make. Choose between Levels 1 through 8.

**Key Configuration:** Set the functions of the buttons on your Control Pad. The procedure is the same as in the Option Mode (page 51).

**Game Level:** Set the level of difficulty for the coming game. The higher the level,

After each match a Result screen appears with statistics for each player and each character in the game. Press Start to advance to the next screen.

Here you have a chance to end the game and return to the Title screen (END GAME) or continue with another match (CONTINUE). If you want to start the next series of matches with a clean slate, choose CLEAR RESULT to reset the Result screen.

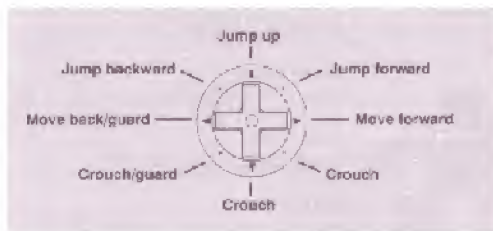


**Note:** During a 1P Scenario battle, Player 2 can call up 2P Battle Mode by pressing Start on Control Pad 2. The 2P Battle Mode Player Select screen appears. Choose your characters and proceed as above.



## The Main Moves

Here are the eight basic D-Pad positions used in the game. These positions are for a character facing RIGHT.



**Jump:** Press the D-Pad up. Guide your jumps by pressing left or right. Press with Button A or B for vicious aerial attacks!

**Crouch:** Hold the D-Pad down. Then use Button A or B to trip up your enemy with low attacks and foot sweeps.

**Guard:** To brace yourself against attacks, press the D-Pad away from your opponent. For a crouching guard, press the D-Pad down and away from your opponent.

**Deflect:** Press the D-Pad twice right toward your opponent and press Buttons A and B simultaneously to deflect an opponent's missiles.

**Forward Dash:** Press the D-Pad twice right toward your opponent, and hold. Use the dash in conjunction with an attack to bow your opponent over.

**Evasive Backflip:** Press the D-Pad twice left (away from your opponent) to flip away from danger.

## Special Attacks

Arrows indicate directions to press on the D-Pad. All instructions are for a character facing RIGHT.

### Megazord™

#### Mega Beam

Press ↓ ↑ then Button A or B.

#### Shield Flash

Press ← → then Button A or B.

#### Inferno Blast

Press ↓ ↘ → then Button A or B.

#### Lightning Plasma

Press ↙ ↓ ↘ → ↗ then Button A or B.

### Dragonzord™

#### Heat Horn

Press ← and hold for 1 second, then → then Button A or B.

#### Blade Whip

Press ↓ and hold for 1 second, then ↑ then Button A or B.

#### Dragon Missile

Press ↙ and hold for 1 second, then ↗ then Button A or B.

#### Dragon Dynamo

Press and hold Button B for 2 seconds, then release.



## Red Ranger™

#### Heel Kick

Press → ↘ ↓ ↙ ← then Button A or B.

#### Power Gun

Press ↓ ↘ → then Button A or B.

#### Power Sword

Press ↓ ↑ then Button A or B.



## Black Ranger™

#### Spinning Axe

Press Button A or B repeatedly.

#### Power Gun

Press ↓ ↘ → then Button A or B.

#### Hurricane Tackle

Press ↓ ↙ ← then Button A or B.



## Blue Ranger™

#### Thunder Lance

Press ↓ and hold 1 second, then ↑ then Button A or B.

#### Power Gun

Press ↓ ↘ → then Button A or B.

#### Dino Lance

Press ← and hold 1 second, then → then Button A or B.





## Pink Ranger™

### Knee Whip

Press ↓ and hold for 1 second, then ↑ then Button A or B.

### Power Gun

Press ↓ ↘ → then Button A or B.

### Dino Arrow

Press ← and hold 1 second, then → then Button A or B.



## Yellow Ranger™

### Dagger Tackle

Press → ← → then Button A or B.

### Power Gun

Press ↓ ↘ → then Button A or B.

### Tiger Crasher

While in midair, press ↓ and Button A or B simultaneously.

## Green Ranger™

### Dragon Kick

Press ← and hold for 1 second, then → then Button A or B.

### Power Gun

Press ↓ ↘ → then Button A or B.

### Thunder Dragon

Press Button A or B repeatedly.

### Dragon Buster

Press and hold Button B for 2 seconds, then release.



## Minotaur™

### Tornado Charge

Press ← and hold for 1 second, then → then Button A or B.

### Fire Breath

Press → ↘ ↓ ← ← then Button A or B

### Power Wall

Press ↓ ↘ → then Button A or B.

### Jack Knife Tackle

Press ↓ and hold for 1 second, then ↑ then Button A or B.



## Madam Woe™

### Water Blast

Press ↓ ↙ ← then Button A or B (works in midair also).

### Ice Breath

Press ← ↙ ↓ ↘ → then Button A or B

### Hair Whip

Press ← and hold 1 second, then → then Button A or B



## Goldar™

### Hurricane Sword

Press ↓ ↘ → then Button A or B.

### Eye Beam

Press ↓ ↙ ← then Button A or B.

### Gold Slash

Press ← ↘ ↓ ↘ → then Button A or B.

### Atomic Ball

Press and hold Button B for 2 seconds, then release.

## Cyclopsis™

### Arm Thunder

Press ↓ ↘ → then Button A or B.

### Lava Missile

Press ↘ ↓ ↙ ← then Button A or B.

### Lightning Rain

Press ↓ ↘ ↘ → ↗ then Button A or B.

### Razing Flash

Press ← and hold 1 second, then press → then Button A or B.



## Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at 1-800-USA-SEGA.

To receive Canadian warranty service, call the SEGA Canada Consumer Service Department at 1-800-972-7342.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

### Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

### Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth hereon. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.



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